

F/G. 1
(PRIOR ART)

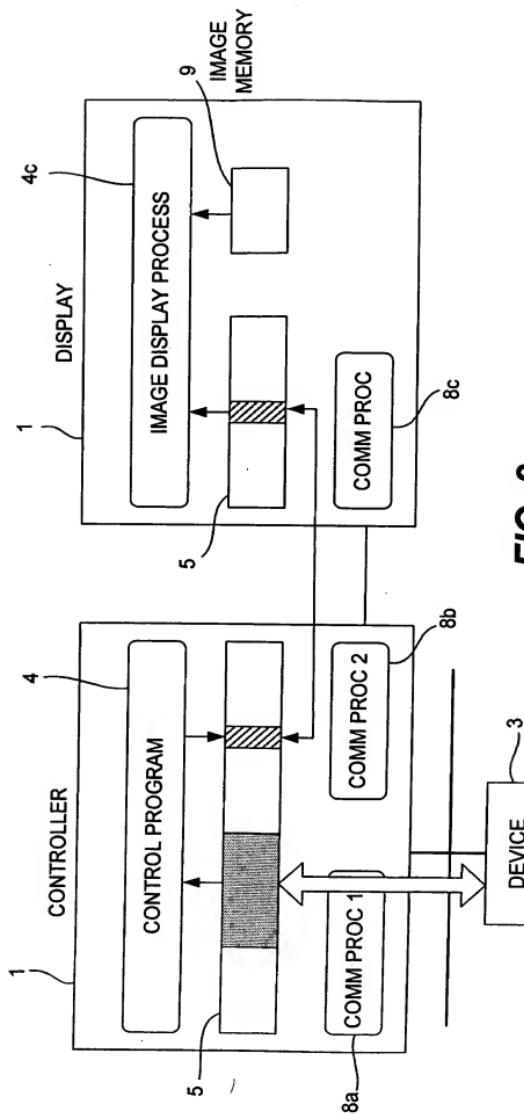


FIG. 2
(PRIOR ART)

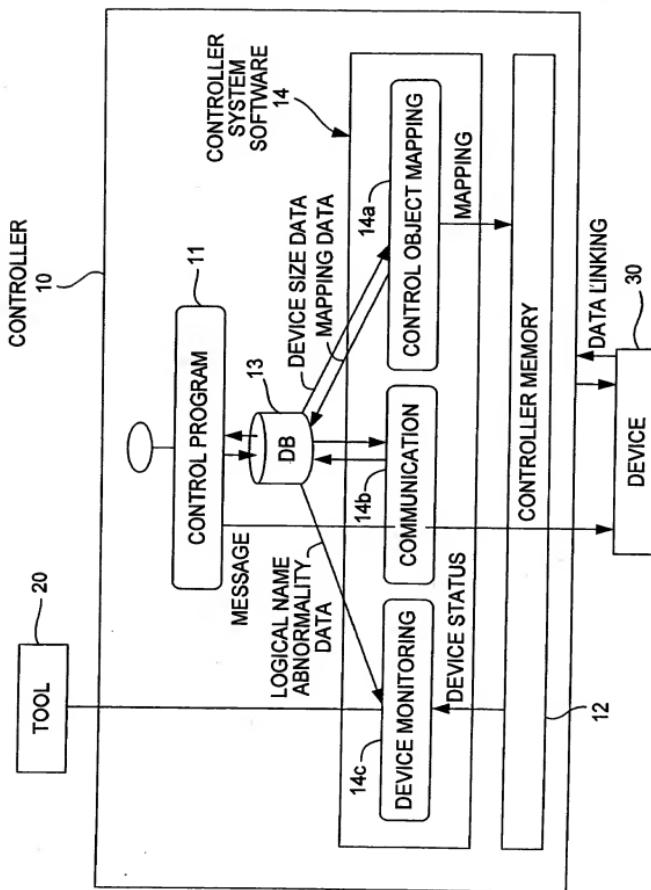
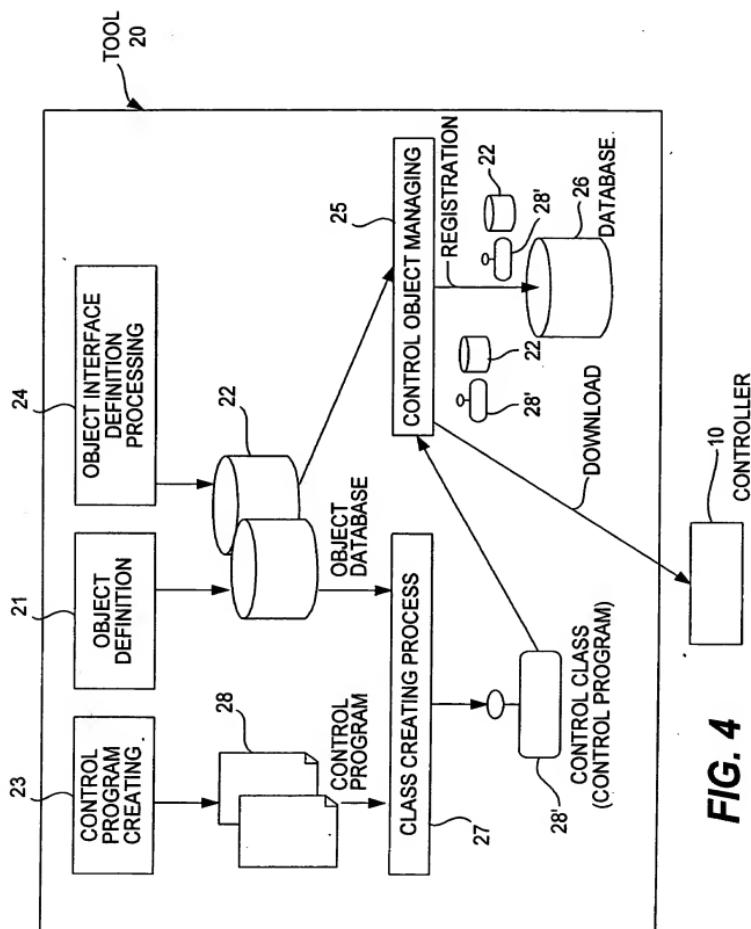
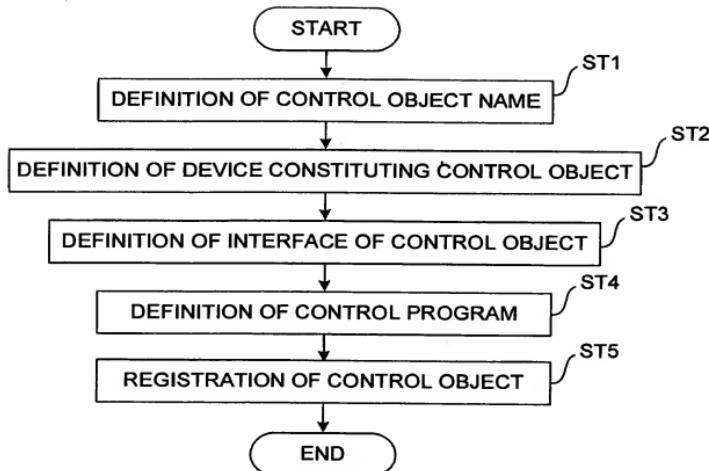
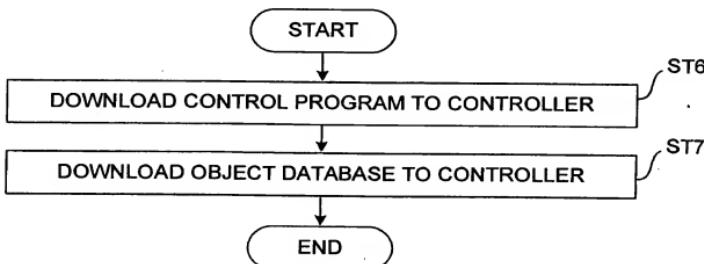


FIG. 3

**FIG. 4**

**FIG. 5A****FIG. 5B**

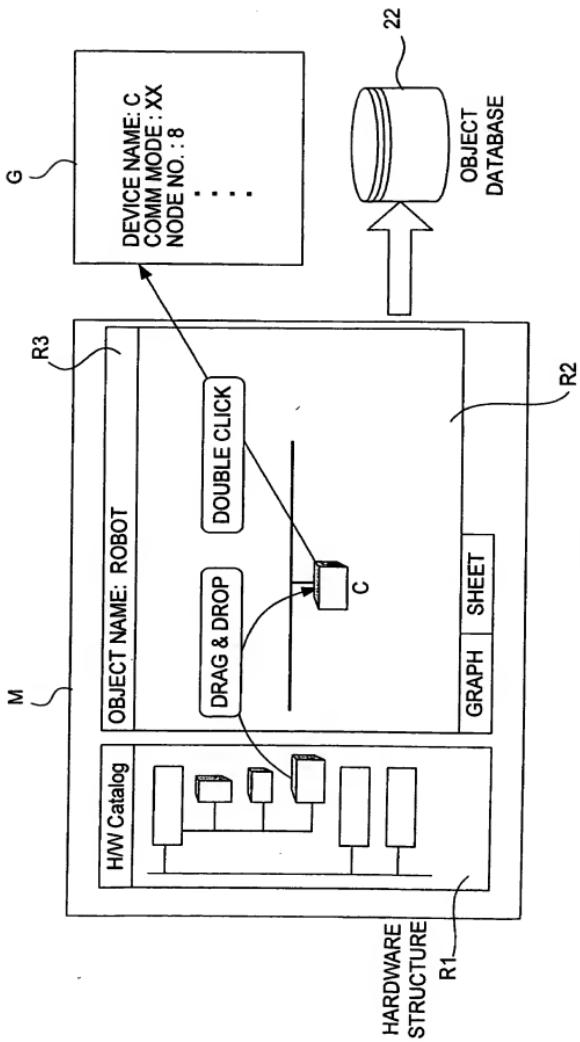


FIG. 6

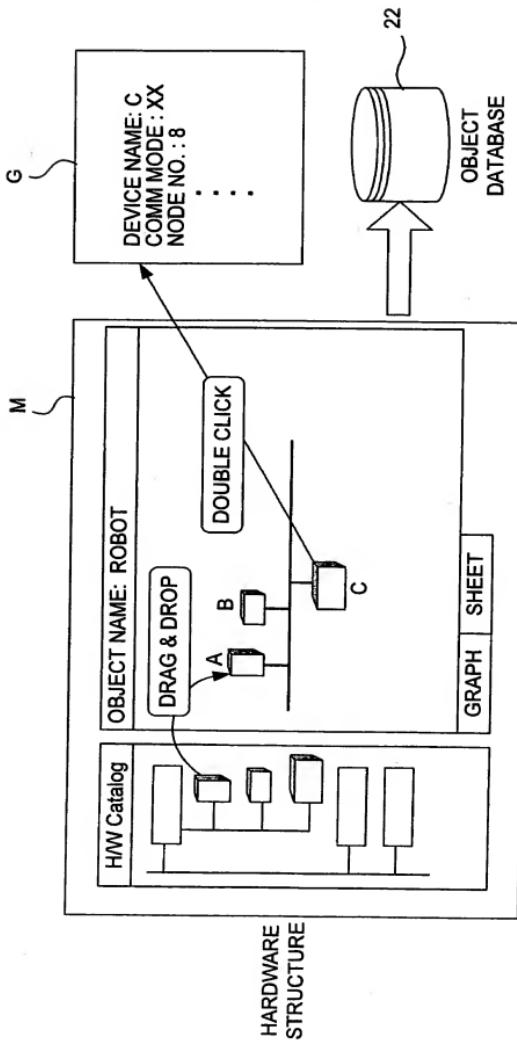


FIG. 7

```

[Profile]
ObjName= ROBOT

DeviceNum=1
DevName=C
SerialNo=
NodeNo=8 // COMMUNICATION ADDRESS
INSize=2 // byte
INaddr= // MAPPED ADDRESS TO CONTROLLER MEMORY
OUTSize=2 // byte
OUTaddr= // MAPPED ADDRESS TO CONTROLLER MEMORY
Communication=0 // COMMUNICATION MODE

```

FIG. 8

```

ObjName= ROBOT

DeviceNum=3
DevName=C
SerialNo=
NodeNo=8
INSize=2
INaddr=
OUTSize=2
OUTaddr=
Communication=0

Device1=A
SerialNo1=
NodeNo1=3
INSize1=4
INaddr1=
OUTSize1=4
OUTaddr1=
Communication1=0

Device2=B
SerialNo2=
NodeNo2=1
INSize2=1
INaddr2=
OUTSize2=1
OUTaddr2=
Communication2=0

```

FIG. 11

```

BYTE Add_Val(BYTE X, BYTE Y)
{
    BYTE A, B, C;
    Get_Attribute("IN_param1", A);
    Get_Attribute("IN_param2", B);
    C=A+B
    Set_Attribute("OUT_param1", C);
    Return C
}

```

FIG. 9

[Profile]

ObjName= ROBOT

```
DeviceNum=1
DevName0=C
SerialNo=
NodeNo0=8 // COMMUNICATION ADDRESS
INSize0=2 // byte
INAdr0= // MAPPED ADDRESS TO CONTROLLER MEMORY
OUTSize0=2 // byte
OUTAdr0= // MAPPED ADDRESS TO CONTROLLER MEMORY
Communication0=0 // COMMUNICATIONS MODE
```

[Attribute]

IN_Num=2

```
ValName0=IN_Param1 // VARIABLE NAME
ValSize0=1 // 1byte // VARIABLE SIZE
Adr0=0/0 // ADDRESS INSIDE CONTROL OBJECT (0 BIT OF 0 CH)
ValName1=IN_Param2 // VARIABLE NAME
ValSize1=1 // byte // VARIABLE SIZE
Adr0=0/8 // ADDRESS INSIDE CONTROL OBJECT (8 BIT OF 0 CH)
```

OUT_Num=2

```
ValName0=OUT_Param1
ValSize0=1 // 1byte // VARIABLE SIZE
Adr0=0/0 // ADDRESS INSIDE CONTROL OBJECT (0 BIT OF 0 CH)
ValName1=IN_Param2 // VARIABLE NAME
ValSize1=1 // byte // VARIABLE SIZE
Adr0=0/8 // ADDRESS INSIDE CONTROL OBJECT (8 BIT OF 0 CH)
```

[SERVICE]

FIG. 10

[Profile]

ObjName= ROBOT

DeviceNum=1
DevName0=C
SerialNo=0
NodeNo0=8 // COMMUNICATION ADDRESS
INSize0=2 // byte
INAdr0= // MAPPED ADDRESS TO CONTROLLER MEMORY
OUTSize0=2 // byte
OUTAdr0= // MAPPED ADDRESS TO CONTROLLER MEMORY
Communication0=0 // COMMUNICATIONS MODE

[Attribute]

IN_Num=2

ValName0=IN_Param1 // VARIABLE NAME
ValSize0=1 // 1byte // VARIABLE SIZE
Adr0=0/0 // ADDRESS INSIDE CONTROL OBJECT (0 BIT OF 0 CH)
ValName1=IN_Param2 // VARIABLE NAME
ValSize1=1 // byte // VARIABLE SIZE
Adr0=0/8 // ADDRESS INSIDE CONTROL OBJECT (8 BIT OF 0 CH)

OUT_Num=2

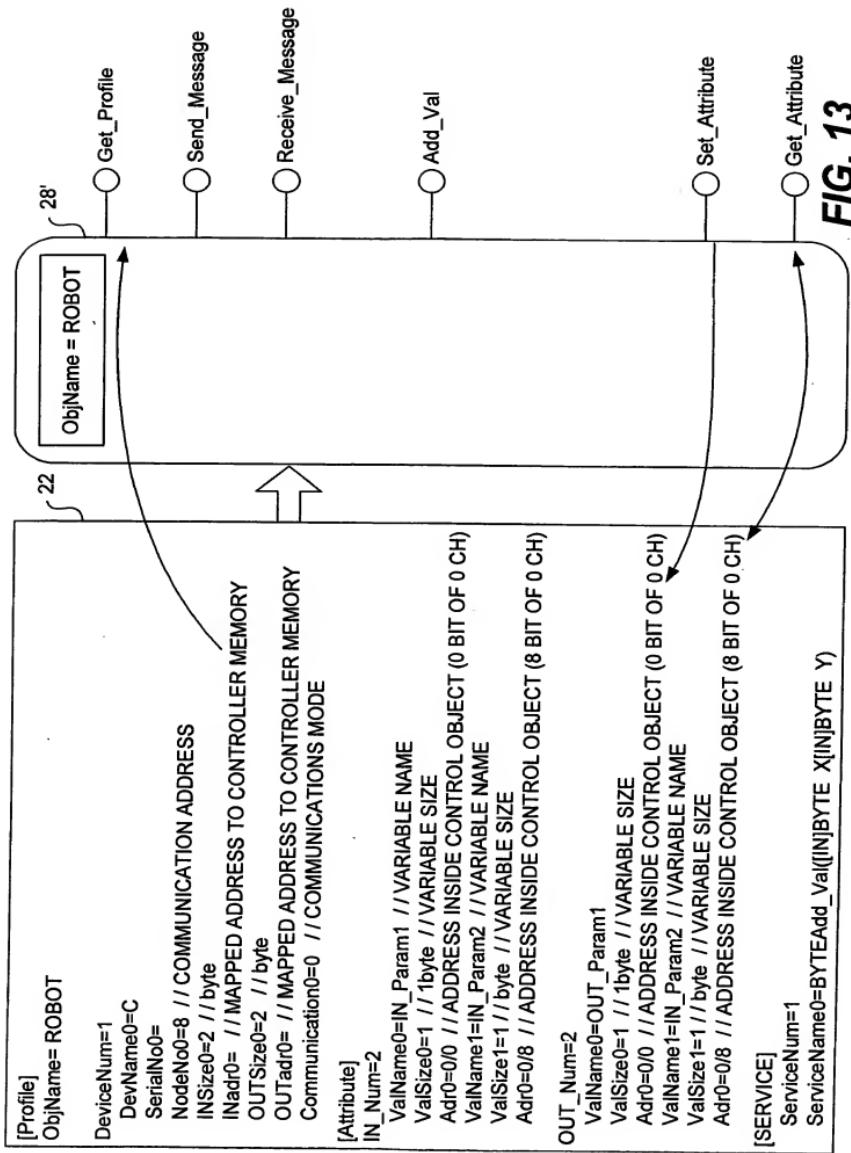
ValName0=OUT_Param1
ValSize0=1 // 1byte // VARIABLE SIZE
Adr0=0/0 // ADDRESS INSIDE CONTROL OBJECT (0 BIT OF 0 CH)
ValName1=IN_Param2 // VARIABLE NAME
ValSize1=1 // byte // VARIABLE SIZE
Adr0=0/8 // ADDRESS INSIDE CONTROL OBJECT (8 BIT OF 0 CH)

[SERVICE]

ServiceNum=1

ServiceName0=BYTEAdd_Val([IN]BYTE X[IN]BYTE Y)

FIG. 12



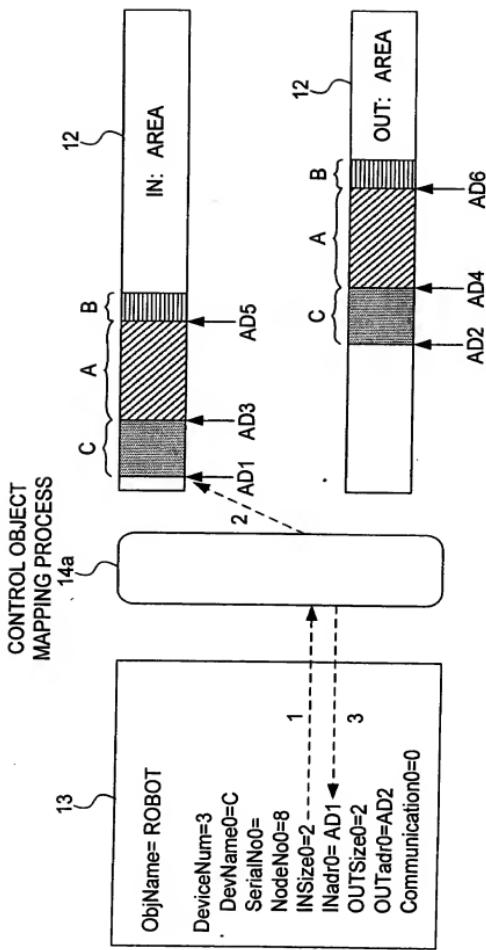


FIG. 14

ObjName= ROBOT

DeviceNum=3
DevName0=C
SerialNo0=SN-01
NodeNo0=8
INSize0=2
INadr0= AD1
OUTSize0=2
OUTadr0=AD2
Communication0=0

DevName1=A
SerialNo1=3
NodeNo1=4
INSize1=4
INadr1= AD3
OUTSize1=4
OUTadr1=AD4
Communication1=0

DevName2=B
SerialNo2=1
NodeNo2=1
INSize2=1
INadr2= AD5
OUTSize2=1
OUTadr2=AD6
Communication2=0

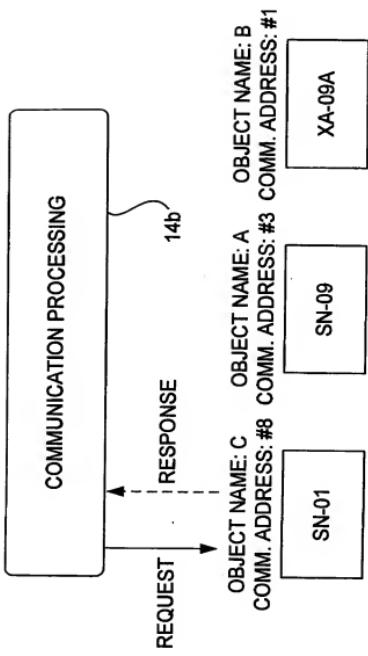


FIG. 15

FIG. 16

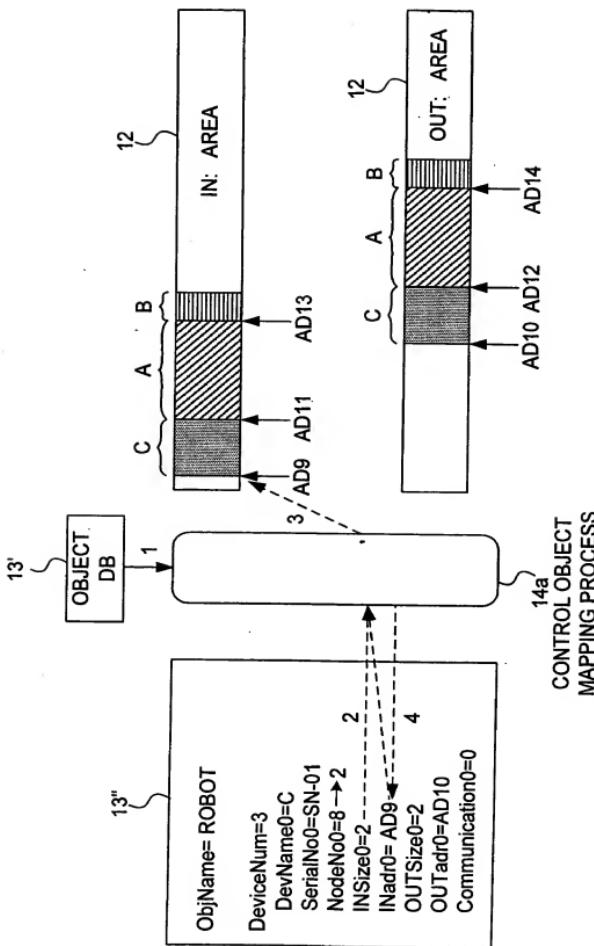


FIG. 17

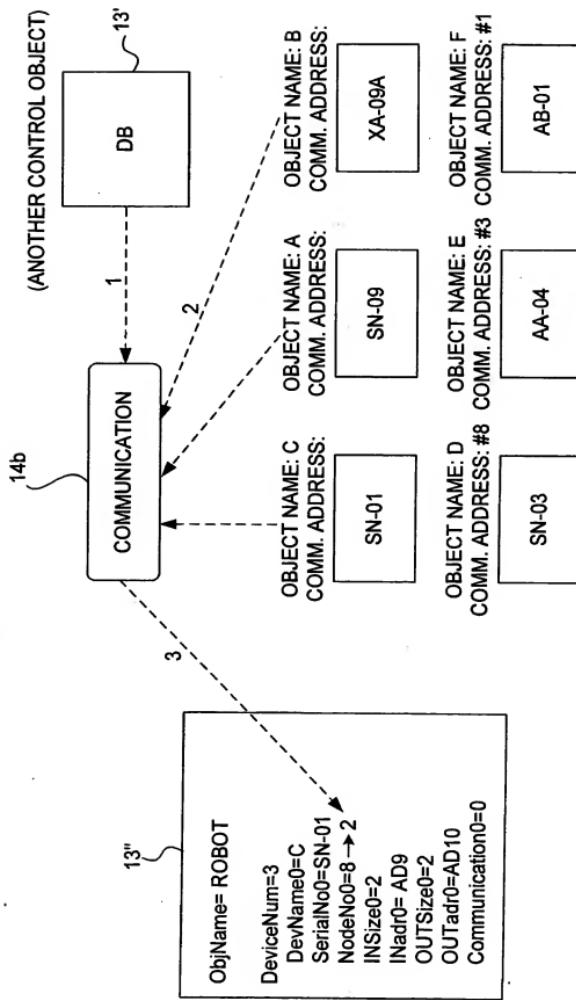
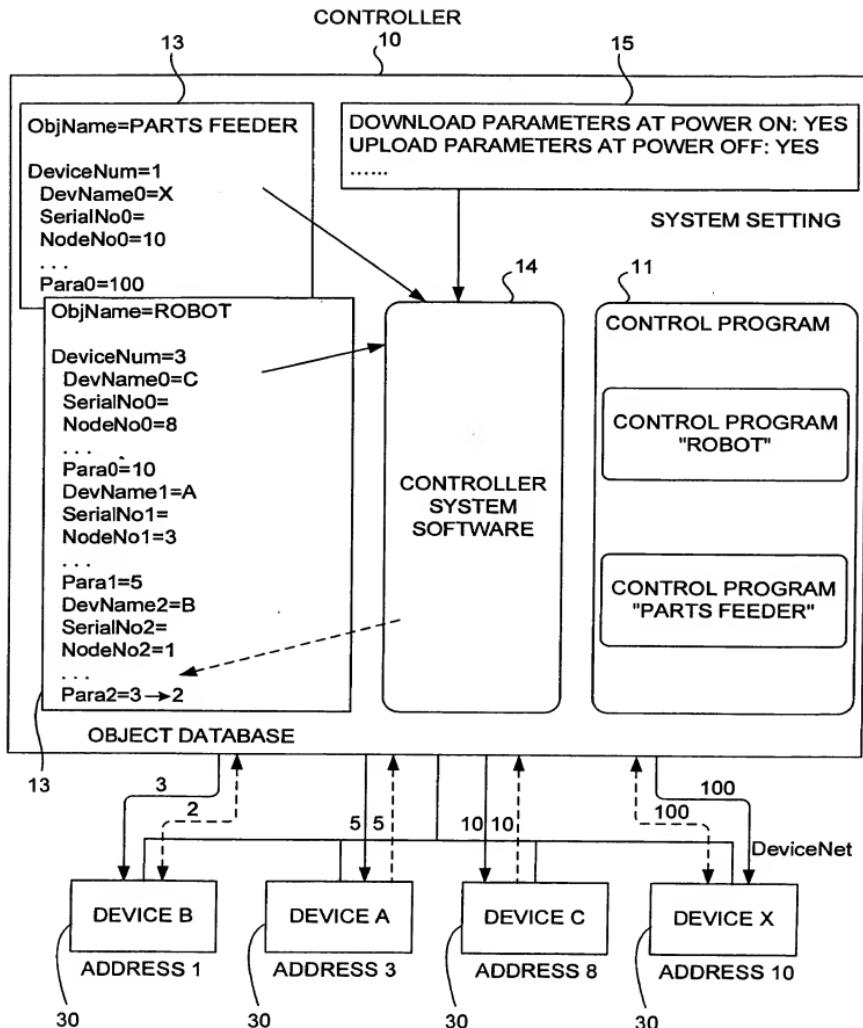


FIG. 18

**FIG. 19**

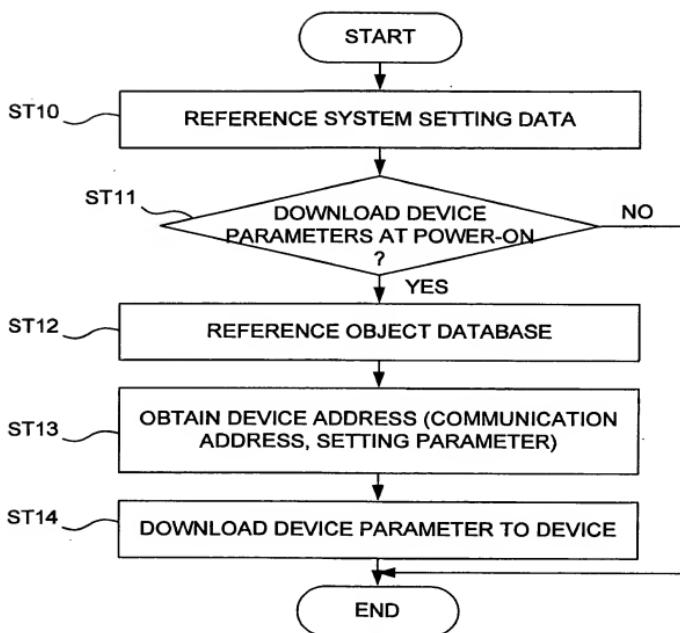
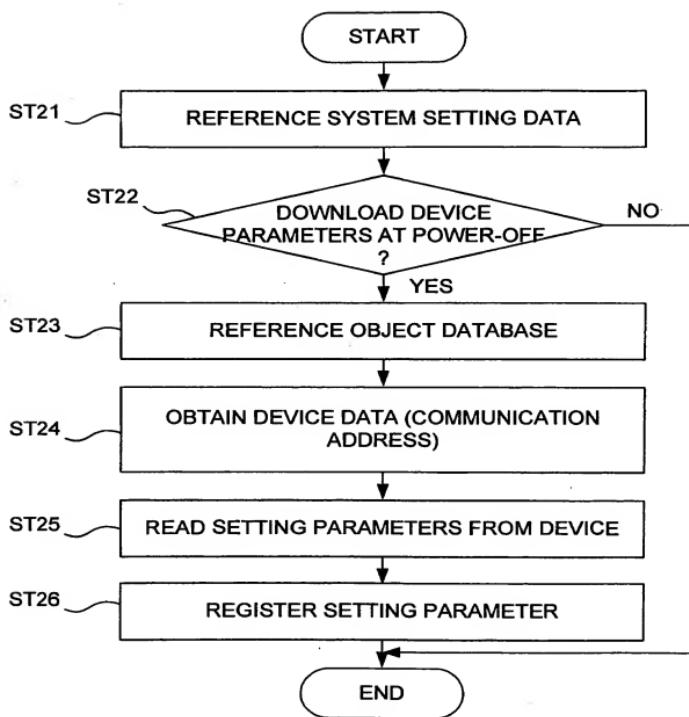


FIG. 20

**FIG. 21**

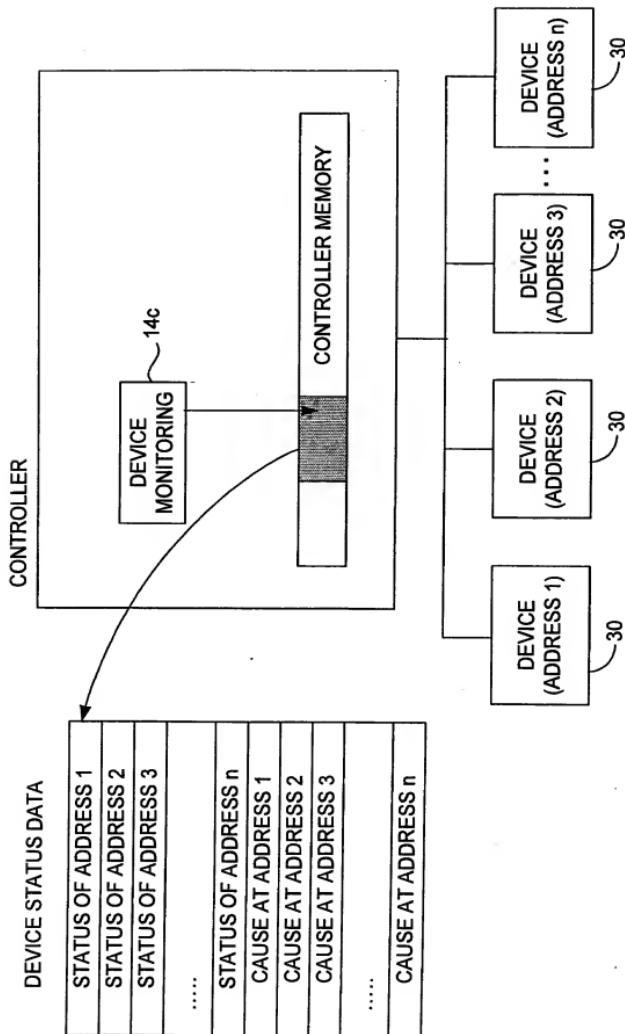


FIG. 22

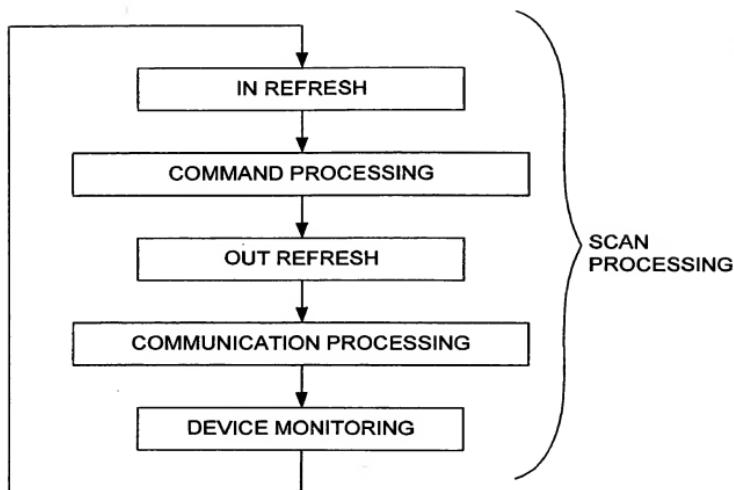


FIG. 23

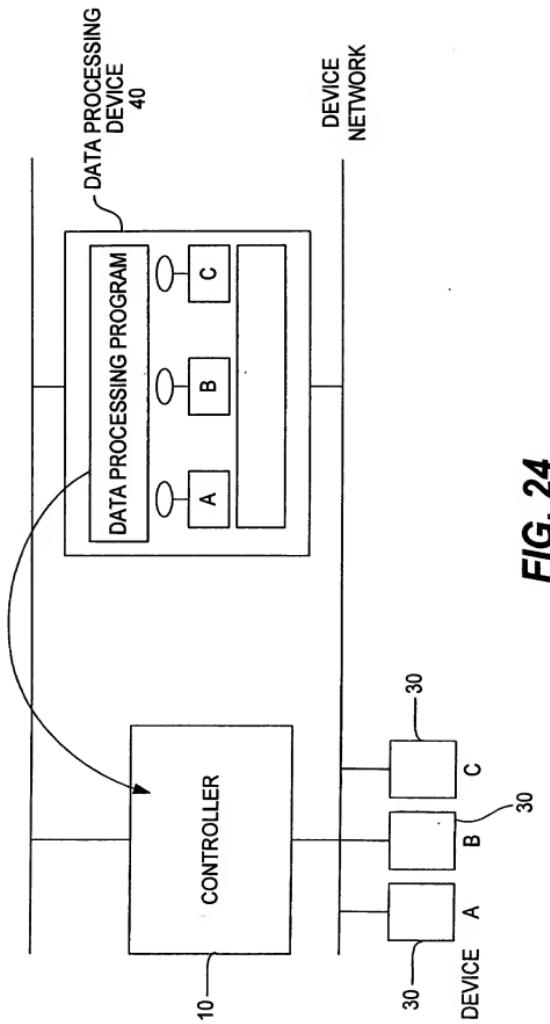


FIG. 24